

IN THE CLAIMS

1. (Canceled) A method for implementing a game on an electronic gaming machine comprising the steps of:

(a) receiving a player wager on the gaming machine, said gaming machine presenting a plurality of spaces organized into and associated with one or more subsets where each space has a predetermined order within its associated subset;

(b) responsive to the wager and under control of the gaming machine, selecting one of a the plurality of spaces;

(c) repeating steps (a) and (b) until all spaces associated with a one of the one or more subsets are selected in consecutive or nonconsecutive order; and

(d) awarding a bonus prize when the spaces of the one subset are selected to form a completed subset.

2. (Canceled) The method of claim 1 wherein the plurality of spaces are organized into one or more B-I-N-G-O cards and the predetermined order is B, then I, then N, then G, then O.

3. (Canceled) The method of claim 2 wherein the plurality of spaces are organized into four B-I-N-G-O cards where each space corresponds to one of the four cards and to one of the five letters of the respective B-I-N-G-O card and the predetermined order is B, then I, then N, then G, then O.

4. (Canceled) The method of claim 3, further including the step of associating each of the four B-I-N-G-O cards with a plurality of possible prizes, one of which is awarded when the B-I-N-G-O card is completed.

5. (Canceled) The method of claim 1 wherein the one or more subsets is a plurality of subsets of spaces and one of the spaces is associated with more than one of the plurality of subsets.

6. (Canceled) The method of claim 5 wherein the step of awarding a bonus prize includes the step of awarding a bonus prize for the simultaneous completion of more than one of the plurality of subsets in consecutive or nonconsecutive order.

7. (Canceled) The method of claim 6 wherein the step of awarding a bonus prize for simultaneous completion includes the step of awarding a special bonus for simultaneous completion of all subsets in consecutive or nonconsecutive order.

8. (Canceled) The method of claim 1 wherein step (b) occurs only when a maximum bet is received in step (a).

9. (Canceled) The method of claim 1 further comprising the step of building a bonus script at the beginning of a bonus session to predetermine the order of and type of spaces selected and the bonus prize awarded during the bonus session.

10. (Previously amended) A method for implementing a bonus game on an electronic gaming machine, the method comprising the steps of:

(a) receiving a player wager on the gaming machine for a base game, said gaming machine being provided with a bonus game having multiple B-I-N-G-O cards, each card including five columns that are each associated with a particular B-I-N-G-O letter, and a plurality of spaces with each space corresponding to a respective column on a respective card;

(b) detecting if said player wager on said base game is a maximum bet wager;

(c) responsive to the detection of the maximum bet wager, selecting one of the plurality of spaces on the bonus game;

(d) lighting the columns associated with the selected spaces in sequential order in a respective one of the multiple B-I-N-G-O cards to form a completed B-I-N-G-O card; and

(e) awarding a bonus prize for the completed B-I-N-G-O card.

11. (Previously amended) The method of claim 10 wherein step (d) includes: ordering the columns of each card into the following sequential order: B, I, N, G, O; lighting a column associated with and responsive to the step of selecting one of the selected spaces only if the column is associated with a B or if a prior column in the sequential order has already been lighted, otherwise not lighting the previously unlighted column.

12. (Original) The method of claim 11 further including the step of providing a mystery space that corresponds to more than one of the multiple B-I-N-G-O cards.

13. (Original) The method of claim 12 further including the step of awarding a bonus prize for more than one completed B-I-N-G-O card when the mystery space is selected at the same time that the G column is lighted on more than one B-I-N-G-O card.

14. (Original) The method of claim 10 further including the step of building a bonus script at the beginning of a bonus session, wherein steps (c), (d) and (e) operate under control of the script.

15. (Original) The method of claim 10 wherein the step of awarding a bonus prize includes the step of selecting a bonus prize from a plurality of bonus prizes associated with the completed B-I-N-G-O card.